BATTLETECH
A TIME OF WAR

CHARACTER RECORD SHEET

CATALYST game labs

PERSONAL DATA

Name: _____ Player: _____

Height: _____ Weight: _____ Age: _____ Organization: _____

Looks: _____

ATTRIBUTES

Attribute	XP	Score	Link	ATTR	LINK
Strength (STR)				0	-4
Body (BOD)				1	-2
Reflexes (REF)				2-3	-1
Dexterity (DEX)				4-6	0
Intelligence (INT)				7-9	1
Willpower (WIL)				10	2
Charisma (CHA)				11+	ATTR/3
Edge (EDG)					

TRAITS AND ABILITIES

	XP	TP	Page

COMBAT DATA

Standard Damage: ○○○○○○○○○○
(Max Twice Body Score) ○○○○○○○○○○

Stun: ○

Fatigue Damage: ○○○○○○○○○○
(Max Twice Willpower Score) ○○○○○○○○○○

Unconscious: ○

Movement (meters per turn)

† Halve if character lacks the relevent skill

Walk: _____ (STR+REF)

Run/Evade: _____ (10 + Walk MP + Running Skill)

Sprint: _____ (Run MP x 2)

Climb: _____ (Walk MP / 2 + Climbing Skill Level†)

Crawl: _____ (Walk MP / 4)

Swim: _____ (Walk MP + Swimming Skill Level†)

Armor	Location	Barrier Rating (Melee / Ballistic / Energy / Explosive)	Notes
		____/____/____/____	
		____/____/____/____	
		____/____/____/____	
		____/____/____/____	
		____/____/____/____	

Weapon	Mod/TN	AP/BD	Range	Ammo	Notes
Martial Arts			Melee	NA	

- Damage is BD + 25% MoS (round down) + (Burst: 1 x MoS, max Burst value) + (Melee: 25% Strength, round up). Reduce damage by AP - BAR when AP is less than BAR.
- Melee rolls are opposed. A successful roll deals damage; if the attacker has a lower MoS but both succeed, both take damage. The more successful roll deals extra damage: add the less successful roll's MoF or subtract the MoS from the more successful roll for the purpose of damage.
- If 5+ damage is dealt, BAR is permanently reduced by 1/1/1/1, destroyed at 0/0/0/0.

COMBAT MODIFIERS

Range (Ranged)	
Point Blank Range	+1
Short Range	+0
Medium Range	-2
Long Range	-4
Extreme Range	-6
Movement (Ranged and Melee)	
Attacker Walking/Treading Water	-1
Attacker Running/Crawling/Swimming	-2
Attacker Jumping/Gliding/Flying	-3
Target Moved 10-45 meters	-1
Target Moved 46-75 meters	-2
Target Moved 76-105 meters	-3
Target Moved 106-150 meters	-4
Target Moved 151+ meters	-5
Target Evading	-Target's Acrobatics
Target Jumping/Gliding/Flying	-2
Target Crawling/Prone	-1
Target immobile	+4
Target's Cover (Ranged)	
Light Cover (5-25%)	-1
Moderate Cover (26-50%)	-2
Heavy Cover (51-75%)	-3
Full Cover (76-100%)	-4
Other Characters in Line of Fire	-1

Attacker Actions/Conditions (Ranged and Melee)	
Attacker Encumbered	-1
Attacker Very Encumbered	-2
Attacker Overloaded	-3
Attacking Secondary Target/Defending vs. Melee	-1
Attacking with Off-hand	-1
Attacker is Fatigued (see Damage Effects)	-(Fatigue - WIL)
Attacker is Injured (see Damage Effects)	-(Injury Modifier, p. 182)*
Miscellaneous Conditions (Ranged and Melee)	
Environmental Conditions	(see p. 230-238)
Target Stunned/Surprised	+2
Attacking from Behind	+1
Using Off-Hand	-1
Target Size (Ranged and Melee)	
Monstrous (Ex: Whale, DropShip)	+5
Very Large (Ex: Elephant, BattleMech)	+3
Large (Ex: Horse, battle armor, ground car)	+1
Medium (Ex: Adult human, refrigerator)	+0
Small (Ex: Young child, coffee table)	-1
Very Small (Ex: Dog, desktop computer)	-2
Extremely Small (Ex: Cat, book)	-3
Tiny (Ex: Mouse, micro-communicator)	-4
Aimed Shot** (Ranged and Melee Combat)	
Chest	-2
Arm, Leg, Abdomen (Wing/Fin)	-3
Head, Hand, Foot (Tall)	-5

Additional Ranged Attack Modifiers (Ranged)	
Attacker Taking Careful Aim	+(1 per Careful Aim Action)
Friendly Character in Melee with Target	-2
Burst-Fire Attack	-Recoil
Splash or Area-Effect (Blast) Attack	+2
Suppression Fire Attack	-1
Indirect Attack (with Spotter)	-2
Blind Fire/Indirect Attack (without Spotter)†	-4
Additional Melee Combat Modifiers (Melee)	
Attacker Stunned/Surprised	-6
Friendly Character in Melee with Target	+2
Crawling/Prone Target in Melee Range	+2
Using Ranged Weapon in Melee Combat	-2
Attempting Grapple (Attacker Only)	-1
Grappling Attacker vs. Grappled Target	+2
Grappled Target vs. Grappling Attacker	+1

* If Hit Location rules are in use, do not apply general injury modifiers to actions

** Only if Hit Locations rules are in use

† Do not apply Full Cover modifier when using Blind Fire or Indirect Fire (without spotter)

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LIFE MODULES

0:

1:

2:

3:

4:

Total Experience:

INVENTORY

C-bills: Income:

NOTES

SKILLS

Skill	XP	Lvl	Links	Mod	TN/C
Acrobatics/			RFL		7/SB
Acting			CHA		8/CB
Administration			INT+WIL		8/SA
Animal Handling/			WIL		7/SB
Appraisal			INT		8/CB
Archery			DEX		7/SB
Art/			DEX/+INT		8/CB*
Artillery			INT+WIL		8/SA
Career/			INT		7/SB
Climbing			DEX		7/SB
Communications/			INT		7/SB
Computers			INT/+DEX		8/CB*
Cryptography			INT+WIL		9/CA
Demolitions			DEX+INT		9/CA
Disguise			CHA		7/SB
Driving/			RFL+DEX		8/SA
Escape Artist			STR+DEX		9/CA
Forgery			DEX+INT		8/SA
Gunnery/			RFL+DEX		8/SA
Interest/			INT/+WIL		8/CB*
Interest/			INT/+WIL		8/CB*
Interrogation			WIL+CHA		9/CA
Investigation			INT+WIL		9/CA
Language/English			INT+CHA		8/SA
Language/			INT+CHA		8/SA
Leadership			WIL+CHA		8/SA
Martial Arts			RFL/+DEX		7/SB*
MedTech/			INT		7/SB
Melee Weapons			DEX/+RFL		7/SB*
Navigation/			INT		7/SB
Negotiation			CHA		8/CB
Perception			INT		7/SB
Piloting/			RFL+DEX		8/SA
Prestidigitation/			DEX/+RFL		7/SB*
Protocol/			WIL+CHA		9/CA
Running			RFL		7/SB
Science/			INT+WIL		9/CA
Security Systems/			DEX+INT		9/CA
Sensor Operations			INT+WIL		8/SA
Small Arms			DEX		7/SB
Stealth			RFL+INT		8/SA
Strategy			INT+WIL		9/CA
Streetwise/			CHA		8/CB
Support Weapons			DEX		7/SB
Surgery/			DEX+INT		9/CA
Survival/			BOD+INT		9/CA
Swimming			STR		7/SB
Tactics/			INT+WIL		9/CA
Technician/			DEX+INT		9/CA
Thrown Weapons/			DEX		7/SB
Tracking/			INT+WIL		8/SA
Training			INT+CHA		9/CA
Zero-G Operations			RFL		7/SB

Attribute/Untrained Skill Check — Add attribute score(s) — TN 12 (one attribute)

Apply a -4 penalty to untrained skill checks — TN 18 (two attributes)

* Tiered Skill: at level 4, target number increases by 1 and both links are used